

YO-ELEVEN SUPERCRAPS

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YO-ELEVEN is card game based on craps. It uses 6 or more decks (12 recommended) Ace-6 only Ace's always counts as 1. All odds and payouts are based on 12 decks.

It is recommended that at least 75 cards are placed behind the cut card.

There are 3 bets a Pass bet which must be played to play the game . The minimum pass bet may be any amount the house desires within WSGC rules .

The other two bets are the YO-11 and Hard ways. They are both 1\$ minimum by rule .

A player may bet more on the YO-11 and Hard Ways if the house chooses to allow this . The house may also limit how much more . Example 2 times the Pass bet.

Rules and dealing procedures

Game play, each player places a Pass bet and if they desire a YO-11 and or a Hard Way bet.

The house then deals two cards to each player from the dealers left to right ,one card each . Then a second card left to right. After dealing each player two cards the house takes two cards .

Starting from the dealers right bets are paid & taken. All bets for any player are resolved before moving onto the next player.

Hard Ways are always the first bets paid or taken .

Starting at third base the dealer will pay or take the Hard Ways. Hard Ways are based solely on the players cards.

Hard Ways pay table

Hard way bets win on 2-2 (hard 4) 3-3(hard 6)

4-4(hard 8) and 5-5 (hard 10)

Winning hard way bets pay 3-1 if the 2 cards are not suited.

Suited hard ways pay 7-1

Hard ways loose on any 7 or any combination of 4-6-8 or 10 that is not a hard way. See examples below

3-Ace easy 4 loser

2-4, 5-Ace easy 6 loser

5-3 6-2 easy 8 loser

6-4 easy 10 loser

A two card total of 2-3-5-9-11-or 12 will push on the hard ways.

After dealing with the hard way bet the players YO-11 bet is paid or taken The YO-11 bet has 2 chances to win .

If the player has a YO-11 bet and their two card total is 11 they win 10-1 if the two cards are unsuited. 20-1 if the players cards are suited.

Next pass bets are paid or taken Pass bets for any players who's two card total is 2-3, or 12 (instant loss) are taken .

Pass bets totaling 11(instant win) are paid even money .

Pass bets totaling 7 are pushed . Any other number and they will play against the dealer .

If the two card total is 4-5-6-8-9 or 10 the player is now

playing against the house.

If the house total is 7 all Pass bets on the table lose, except pass bets where the player has a total of 7, (automatic push.)

If the total is 4-5-6-8-9, or 10 they will pay all players with the same total as the house by the following pay table.

4 or 10 pays 2-1 no house edge

5 or 9 pays 3-2 (like a blackjack) no house edge

6 or 8 wins even money .

After completing the above for all players the cards are placed in the discard rack and the next hand is dealt.

The aggregate limit on payouts is up to the house. If they wish to put one in the game. Provided it meets a \$2000 minimum on \$100 or less maximum bet tables. A \$4000 minimum aggregate must be met if the betting limit is Higher than \$100. Players may not side bet on other players hands or bet on the dealers hand.

Any irregularities ,

I.E. misdealt hands are to be handled by the house policy which must meet WSGC rules.

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Hard ways 3-1 unsuited 7-1 suited

6.4% house edge.

Pass bet instant win , lose or instant push prior to heads up VS. house cards. 5.5% edge .

Heads up vs. house 6 or 8 13888 win per 100k hands

16660 lose per 100k hands

Net win per 100k hands 2772 units 2.772% house edge

5 or 9 11111 wins x1.5 (3-2) 16667 units won

16660 loses

7 unit net win to player .00007 % loss to house

4 or 10 8333 wins per 100k 8333 x2 =16666 win

16660 loses per 100k hands 6 unit player win .00006 lose to house

Overall heads up 2772 unit win minus 13 unit loss = 2759 unit win per 100k hands or 2.75%

YO-ELEVEN SUPERCRAPS



Hardways WIN 7 to 1 Suits

10-1
PASS



1000

YO-1

PASS

[illegible]

CLASS



6.7

455

4.5